```
WAL::Scene
+ Entity
  id
 _entities
  newEntities
 _views
  nextID
+ getID()
+ getEntities()
+ addEntity()
+ scheduleNewEntity()
+ view()
+ applyChanges()
+ Scene()
+ Scene()
+ ~Scene()
            =()
+ operator=
_componentAdded()
  componentRemoved()
  entityRemoved()
             +_scene
      WAL::Entity
 _uid
  name
 _disabled
 _shouldDelete
 _notifyScene
  components
- Scene
- nextID
+ getUid()
+ getName()
+ setName()
+ isDisable()
+ setDisable()
+ shouldDelete()
+ scheduleDeletion()
+ getComponent()
+ tryGetComponent()
+ getComponent()
and 13 more.
 _componentAdded()
 componentRemoved()
             # entity
                              RAY::Color
                               _pad0
   WAL::Component
                            + Color()
                            + Color()
+ Color()
    + operator=()
   + ~Component()
                            + Color()
                                                -_color
   + clone()
                            + Color()
                            + ~Color()
   + onStart()
   + onStop()
                            + operator=()
    # Component()
                            + setR()
   # Component()
                            + setG()
                            + setB()
                            and 6 more...
                             +color
            BBM::ColorComponent
              clone()
            + ColorComponent()
+ ColorComponent()
            + ColorComponent()
            + ~ColorComponent()
            + operator=()
```